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SNS-AHIE-USA

HOME IMPROVEMENT

INSTRUCTION MANUAL

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SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

LICENSED BY Nintendo

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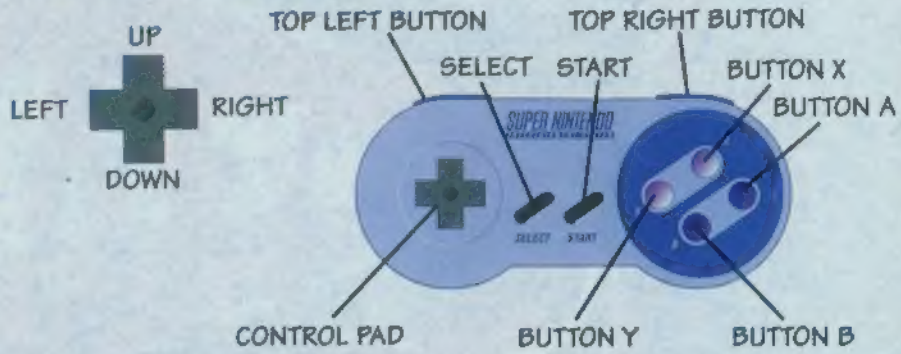
GETTING STARTED

1. Make sure the power switch on the console of your SUPER NINTENDO ENTERTAINMENT SYSTEM® is **OFF.**
2. Insert the **HOME IMPROVEMENT** Game Pak as described in your Super NES manual.
3. Turn the power switch **ON.**

THE CONTROL PAD



START..... Pauses/Unpauses Game
BUTTON A..... Uses Collected Tools
BUTTON B..... Jump
BUTTON X..... Shoots/Disengages Grappling Hook
BUTTON X + UP..... Shoots Grappling Hook Up
BUTTON X + RIGHT/LEFT..... Swings Sledge Hammer Right /Left
BUTTON X + DOWN..... Uses Jackhammer
BUTTON Y + RIGHT/LEFT..... Run to the Right or the Left
CONTROL PAD RIGHT/LEFT..... Walk Right/Left
CONTROL PAD DOWN..... Crouch
TOP RIGHT/LEFT BUTTONS..... Shoots Collected Tools Diagonally

While Grappling . . .

- Press **UP** or **DOWN** on the **CONTROL PAD** to raise or lower Tim, respectively.
- Press **LEFT** or **RIGHT** on the **CONTROL PAD** in the direction Tim is swinging to gain momentum.
- Press **BUTTON B** to jump upwards while disengaging the Grappling Hook to reach platforms.

GAME INSTRUCTIONS

Tim will have his hands full trying to get back the stolen prototypes of the Taylor-Turbo power tools, but he'll have plenty of other tools to do the job with! There are 8 tools that Tim can hefty and battered 20 lb. sledge use during the course hefty and batt
of the game: he'll h
jackhamn
grappling
There will b
going on al
at the stud
bats flitting
the "Monste
set, and the
and sinister
Vampire mast
guarding one
the Taylor-Turb
tools at the
end of the level!

The other half of
the time, he'll ma
need the nail mar
gun. The nail man
gun (Tim calls mar
it "the AK-47 of to
is one of the the sl
best weapons that
use on his quest. It
has the ability to pu
into an attacking en
huge, hungry Venus Fl
on the set of "Dinosaur Safari".

The Sledge Hammer

As an
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rate something in
o fix it properly. Tim
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ory of home reno-
and hefty and bat-
lb. sledge every-
this very pur-
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of it!
le like Tim.
a challenge
those who
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ack the
need to ask anyone
know what the problem is and rush in to fix
themselves! Although it's frowned upon by the most macho of the breed, some real men actually refer to blue prints for help. If you find yourself in need of—dare we say it?—instructions, you can refer to the enclosed poster blue prints for hints.

PROJECT NOTES

Absolute Entertainment Inc.'s Limited 90-Day Warranty

Absolute Entertainment, Inc. warrants to the original retail purchaser of this video game computer program ("Program") that the Game Pak ("Game Pak") on which the Program is embodied will be free from defects in materials and workmanship for a period of ninety (90) days from the day of purchase. If your Game Pak becomes defective during that period, Absolute Entertainment, Inc. will replace it free of charge.

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Warranty Officer
Absolute Entertainment, Inc.
Suite 300 South
10 Mountainview Road
Upper Saddle River, New Jersey 07458
Tel: (201) 818-4800

If your Game Pak fails after the end of the 90-day warranty period, you may return it to Absolute Entertainment, Inc. at the address above along with a check or money order for $25.00, a brief statement describing the defect, and a large self-addressed stamped envelope. This offer to repair or replace defective Game Paks after the end of the 90-day warranty period may be withdrawn at any time without notice.

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